



Course Description

ARC2056 | Computer Aided Architectural Presentation | 4.00 credits

This course is designed to introduce the student to the concept of three-dimensional modeling and rendering for the purpose of producing an animated architectural presentation. Laboratory fee.

Course Competencies

Competency 1: The student will develop proficiency in creating three-dimensional models of architectural designs using industry-standard software by:

1. Mastering the use of industry-standard software through hands-on practice and experimentation
2. Excelling in the creation of three-dimensional models of architectural designs using industry-standard software through dedicated training and skill development
3. Using industry-standard software to create three-dimensional models of architectural designs through focused learning and practical application

Competency 3: The student will be able to produce animated architectural presentations through the application of three-dimensional modeling and rendering skills by:

1. Introducing students to the concepts of three-dimensional modeling and rendering through interactive learning modules and practical exercises
2. Equipping students with foundational skills in three-dimensional modeling and rendering to enable them to create animated architectural presentations through comprehensive instructional materials and guided practice

Learning Outcomes:

- Use quantitative analytical skills to evaluate and process numerical data
- Solve problems using critical and creative thinking and scientific reasoning
- Demonstrate an appreciation for aesthetics and creative activities